<div align="center">**AMENDMENTS IN THE SPECIFICATION**</div>

Please amend the last paragraph beginning on page 11, as follows:

Figure 2 illustrates a prior art representation of the web page layout with static, un-<u>able to be manipulated</u> ~~manipulable~~ content, generated utilizing the above integrated code. The browser window **201** displays the web content **202** with included graphical images, Img1 <u>**203**</u> and Img2 <u>**204**</u>, and text areas **207**. Web content **202** also includes a NEXT button by which a following web page may be downloaded and displayed. With the presented content, a user is allowed to interact with the web content **202** by clicking on Img1 <u>**203**</u> or Img2 <u>**204**</u>. Clicking on Img1 <u>**203**</u> shows the text classifying Img1 <u>**203**</u> and clicking on Img2 <u>**204**</u> shows the text classifying Img2 <u>**204**</u>. Also, clicking on NEXT button triggers an interaction with the server **203** to generate and return the entire contents of next web page (or content) **206**, which is displayed within browser window **201**. Next Web content **206** is illustrated as a final text area **208** and includes a BACK button that, when selected, reloads and displays web content **202.**

Please amend the last paragraph beginning on page 11, as follows:

The DHTML for the first screen (web content **202**) does not utilize any frames. Instead, the DHTML uses the browser window **201** to house all of the information needed for the screen, including layout (e.g., where Img1 <u>**203**</u> and Img2 <u>**204**</u> are located on the screen), content (i.e., the physical graphics for Img1 <u>**203**</u> and Img2 <u>**204**</u>), and logic (i.e., what happens when the user clicks on Img1 <u>**203**</u> or Img2 <u>**204**</u>). Housing all of the information in the browser window requires a larger download time for all the information, which the present invention recognizes is unnecessary, especially when screens in a sequence share the same logic and/or layout.

Please amend the last paragraph beginning on page 11, as follows:

The content frame **302, 306** (i.e., the display layer) is utilized as a canvas to display images, audio layers, and textual information and appears similar to web content **202, 206** of **Figure 2**. The content frame **302, 306** is initialized before [[the]] <u>a</u> classification screen is displayed with N empty DHTML layers. The control frame **307** is the _catcher_ of the DynamicContent generated by the server (with server-side scripting languages). The engine frame **309** is initialized with the StaticContent including common logic and/or layout functions utilized by all screens (i.e., how to

show/hide [[and]] <u>an</u> image in a layer, write text into a layer, move a layer, etc.). Alternatively, in another embodiment the engine frame **309** and content frame **302, 306** may be merged together as a single frame.